YES
PRIME MINISTER

THE COMPUTER GAME

INSTRUCTIONS

INTRODUCTION

A week, they say, is a long time in politics. Try surviving just five days as Prime Minister. You are Jim Hacker—the nation's No. 1. You decide the strategy. You make the decisions. Crises will occur, and it will be up to you to resolve them using all the flair, charm and intellect which the British public has come to associate with you.

As ever, you will receive the support, sympathy and respect of two loyal Civil Servants: Bernard Woolley, your Private Secretary, and Sir Humphrey Appleby, the Cabinet Secretary. Bernard will often try to provide a diplomatic edge to your more precipitate decisions—humour him, as he is really trying to help. As for loyal Humphrey, you will have to judge just where his loyalties lie: take note of his advice, but remember that Civil Servants are occasionally economical with the truth.

Your performance as international statesman and national leader will be closely monitored. Only you can ensure that the week does not end in Parliamentary chaos and scandal. Don't forget that diplomacy is about surviving until the next century—politics is about surviving until the end of the week!

To play the game, load the program according to the instructions on pages 5 and 6. For full details of game play and special features, read on. If you have a PC or Amstrad PCW version, read the disk label for additional notes.

PLAYING THE GAME

Your role is to make the most adroit political decisions about the welter of events that will occur during the week. The game is divided into five separate days. At the end of each day, load in the next program which contains the events of the following day. How well you are coping will be reflected by your standing in the polls, kept in the safe in your office.

You begin each day in the Prime Minister's room in the House of Commons. As you would expect, it holds some useful facilities that you should acquaint yourself with. These may be accessed by placing the cursor (using either joystick or keyboard) over the object and pressing the fire button or space bar. If you are using the keyboard the cursor can be moved by pressing the keys as follows:

Q=up   A=down   O=left   P=right

If you have a BBC use the relevant cursor keys or return key.

You will soon discover that events happen randomly in your office—and they may well vary every time you play the same day. Many opportunities for success will be in meetings which take place behind closed doors in other locations at Westminster.

In conversation, whether at a meeting, on the telephone or via the intercom, you will have to press the space bar or move the joystick after each person has spoken in order to cue the next speaker. You will be prompted to do this by an arrow in the bottom right-hand corner of the screen. At the start of each day you will be able to select fast or slow speech output.

Many decisions will require a choice from a number of options. You may either type the appropriate number or move the cursor (see above) over the required number and press the fire button. Sometimes you will be presented with a graph (called a Hackergram). This allows you to reply to questions more precisely. When a Hackergram appears, move the cursor to the most suitable point on the graph to indicate your response. Then press the fire button or space bar.

Once you have begun a meeting or a conversation it would not be considered politic to break off in the middle. You must wait until the discussion has ended before returning to your room. Leaving the office can take up precious time. Don't forget that you may miss important events by being out.

You will need all your wits in playing this game—there are a few ways of succeeding, and many ways of losing.

THE CHARACTERS

Hacker, James Rt. Hon: A surprise, compromise choice for Prime Minister after a mixed career as the Minister at the Department of Administrative Affairs. In the past, Hacker has not always been noted for his diplomacy, deft wits or clarity of thought. However, in his new role he appears to be gaining in authority with every opportunity . . .

Appleby, Sir Humphrey KCB: As Cabinet Secretary, he is one of the nation's senior Civil Servants. Urbane, ingenious and dexterous, he can spin phrases like a master-weaver. His advice is always perceptive, but only you can decide if he cuts his cloth to suit your interests or his own ambition.

Woolley, Bernard: Private Secretary to the Prime Minister, he bridges the worlds of the politician and the Civil Servant. A man of immense tact, he is the self-effacing mediator between Hacker and his Cabinet Secretary.

THE OFFICE

Telephone: This is strictly one-way—various calls will be received from political figures if your secretary deems them suitable. If a call is received, the telephone will warble and flash for a few minutes.

Intercom: This is the internal telephone system. It allows Sir Humphrey and Bernard to contact you directly. (*Note:* if you have a BBC Micro, internal calls will be received via the telephone.)

Teletype: The newstapes are a mine of information. Take note of the output as it may prove vital for some future occasion.

Memo: Sometimes a memo will appear on your desk (it will be whisked away when you have read it). Always read anything new as it may be of use.

Ideas box: Always useful to check for hints or comments on an event looming or something you have omitted to do.

Safe: Naturally this is concealed. It contains the vital ODEAIC poll information giving you an up-to-the-minute rating of your performance. Learn from your mistakes.

Door: Your avenue to the outside world. On opening it you will be presented with various possible destinations. Being in the right location at the right time will be vital to your success.

Clock: This must be watched if you are to be at meetings in time to influence matters. By activating the cursor when it is placed over the clock, you may fast-forward to the next important event.

Diary: Consult this for times of meetings.

USING THE PROGRAM

The game consists of a number of separate programs making up the five days of play. With most cassette versions you will find Days 1 and 2 on side one and Days 3, 4 and 5 on side two (see cassette label).

LOADING THE GAME

To load the cassette version, insert the cassette in the recorder and ensure that it is fully rewound.

To load the disk version, insert the disk in the drive.

Then follow the instructions below for your type of computer.

The words you should type are those in **bold print**. Remember to press ENTER or RETURN after each command you type.

CBM 64

Cassette: Press SHIFT and RUN/STOP together, then start the recorder.
Disk: Type **LOAD"*",8,1** and press RETURN.

CBM 128

Switch the computer off, hold down the C= key and switch the computer back on. Then follow the CBM 64 instructions.

Amstrad CPC

Cassette: Hold down the CTRL key and press the small ENTER key, then start the recorder. If your machine is fitted with a disk drive, first type | TAPE and press ENTER (for | press SHIFT and @ together).
Disk: Type **RUN"YPM"** and press ENTER.

Spectrum 48K

Cassette: Type **LOAD""** and press ENTER, then start the recorder.
Note: when loading any part of the game, remember to follow the on-screen instructions to stop the tape at the end of each program, and to start it again when directed.

Spectrum 128K

Cassette: Restart the machine and select tape load from the start menu (and see *Note* under Spectrum 48K instructions).

BBC Micro B

Cassette: Type **CHAIN""** and start the recorder.

Disk: Press SHIFT and BREAK together.

Note: each day is split into two parts. Follow the on-screen instructions which will appear around midday.

PCs and Compatibles See disk label

Amstrad PCW See disk label

When the first part of the game has loaded, the game menu will appear on the screen. Highlight your choice from the menu by moving the joystick or using the keyboard. If you have a BBC Micro use the cursor keys. For all other computers use the keys: Q=up and A=down. Then press the fire button or space bar.

At the end of each day another menu will appear. If you have a cassette version, don't forget to re-start the recorder if you are going on to the next day.

TAPE COUNTER

You do not need this facility, but if you have a tape counter, note the reading at the start of each day to save time if you wish to load a saved game.

SAVING THE GAME POSITION

While playing the game you can save your current position. This allows you to turn your computer off, and yet return later to the same stage in the game. You must, however, be at the end of a day with the menu on the screen. You will need a spare cassette or disk. Choose the option for saving a game and follow the on-screen instructions.

LOADING A SAVED GAME POSITION

Begin by loading the original game cassette or disk as if starting a new game. Have ready the cassette or disk on which you saved a game position (if using a cassette remember to turn it to the appropriate side and rewind it). When the initial game menu appears, choose the option for loading a saved game and follow the on-screen instructions. When you have loaded your saved game, insert the game cassette or disk again and the program will search for the beginning of the day following your saved game (eg. if you saved a game at the end of Day 2 it would search for the events of Day 3 and load that program). If you are using a cassette, and you know the tape counter reading of the relevant Day, you may speed up the process by fast-forwarding to this position while the program is searching (remember to turn the cassette to the appropriate side).